

The rules of *Kubb*.

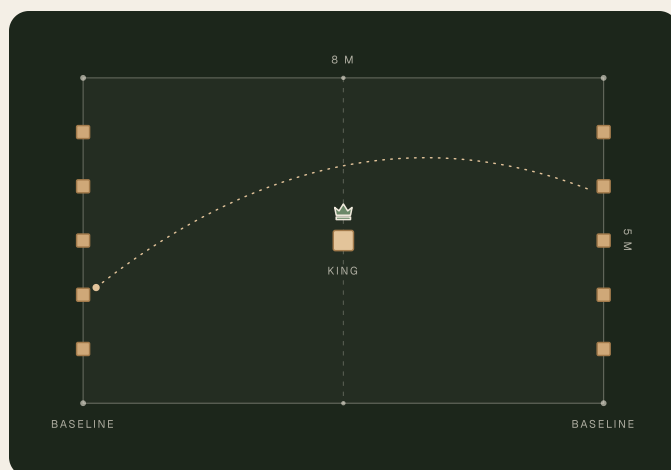
Learn it in five minutes. Play it for life. Everything you need for your first game, from marking the pitch to toppling the king.

2-12 Players, solo or in teams	20-60 min Per game	8 × 5 m Pitch, smaller for kids	All ages If you can throw, you can play
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In the box: 1 king 10 kubbs 6 batons

— (01) SET UP

Mark the pitch. *Crown* the king.



I Mark a rectangle

About 8 metres long and 5 metres wide on flat, open ground. Mark the corners with stakes, or anything you have on hand. The two short sides are the baselines.

II Line up the kubbs

Stand five kubbs on each baseline, evenly spaced from corner to corner. These are each team's baseline kubbs.

III Place the king

Stand the king in the exact center of the pitch, halfway between the two baselines.

IV Decide who starts

One player from each team throws a baton toward the king. Closest without knocking him over goes first.

(02) THE RULES

Turn by turn, *throw by throw.*

01 Attack the baseline

The starting team throws all six batons from behind its baseline at the opponent's baseline kubbs. To keep the opening fair, many players let the first team throw just two to four batons on the very first turn.

02 Underhand, end over end

Every throw is underhand, with the baton spinning vertically through the air. No sidearm throws and no horizontal "helicopter" spins. A kubb only counts once it's knocked flat.

03 Throw the fallen back

The other team gathers every kubb knocked down on its side and tosses them into the attacking team's half. They're stood up where they land and become field kubbs. If one lands out of bounds twice, the attacking team places it anywhere in its half, at least a baton's length from the king and the corners.

04 Field kubbs first

Now it's the other team's turn to throw. They must topple every field kubb before aiming at the baseline. A baseline kubb knocked over too early is simply stood back up.

05 Step up to the line

If a team leaves field kubbs standing, the other team may step forward and throw from the line of the standing field kubb closest to the king. Throws at the king always come from the baseline.

06 Never too early

If the king falls before every kubb on the opponent's side is down, whether from a baton or a kubb, the team responsible loses on the spot. Respect the king.

07 Topple the king

Teams keep trading turns. Once every kubb on the opponent's side is down, field and baseline, you've earned a shot at the king from your baseline. Knock him over and you win.

(03) GOOD TO KNOW

Questions from *the pitch.*

Kubbs that touch

If a thrown-back kubb lands touching another, stack it on top. A stacked pair still counts as two kubbs to knock down.

Playing with kids

Shorten the pitch to around 5 or 6 metres so throws are within reach, and let younger players step a little closer.

Where to play

Short, level grass is classic, but sand, packed snow and turf all work well. Any open, reasonably flat patch of ground will do.

Throwing tips

Aim at the bottom half of the kubb and keep your wrist firm for a clean vertical spin.

Throwing back

Land kubbs in a tight group near the center line. They'll be much easier to clear on your next turn.

House rules

Every lawn has its own traditions. Agree on any changes before the first baton flies.

Long live the king.